



CHAMPIONS OF THE NUT - SPRING 2001

BATTLEBOTS

WINTER 2001: VOL 1 **MAGAZINE**

LITTLE DRUMMER BOY

Action Photos and Team Profile

BREAKING DOWN THE BOT

Michael "Fuzzy" Mauldin's Exclusive on FrostBite 3.0

TAMING OF THE BOX

New BattleBox Rules of Weapon Engagement

Plus:

Full Page Action Shots
Bil Dwyer - BattleCaster
The History of BattleBots



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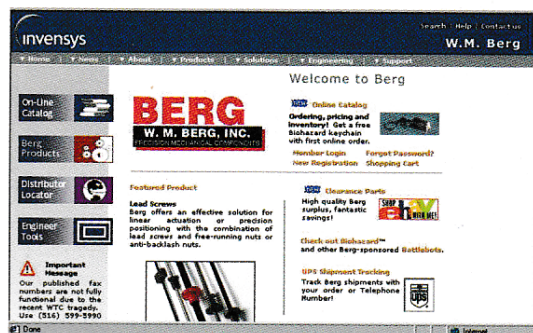


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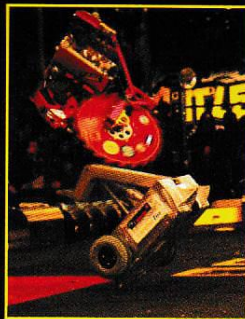
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WINTER 2001



On the Cover. Middleweight contenders Sunshine Lollibot (top) and T-Minus (bottom) demonstrate the aerial acrobatics known as BattleBox Ballet. Andy Miller, Team Sunshine's captain, coaxed his 9th ranked saw of death into the later rounds only to meet up with the unbridled power of Team Inertia Labs. The 4th ranked T-Minus flipped Sunshine Lollibot into submission, but then experienced its own rolling power outage against 5th ranked T-Wrex.

Photo by Daniel Longmire

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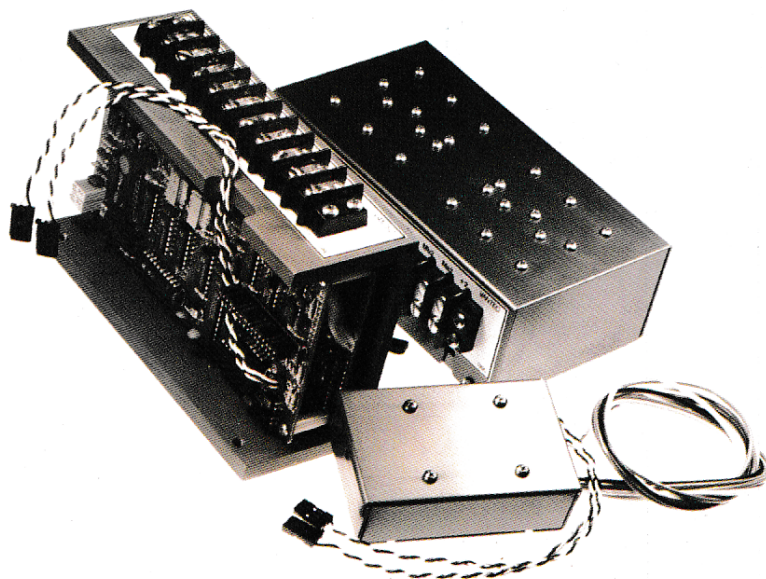
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TAMING OF THE BOX

In past seasons, we have seen countless robots laid to waste by the BattleBox Weapons and Hazards. In order to preserve the true dueling nature of the sport, BattleBots Inc. has decided to adjust its "take" on the BattleBox arsenal. After all, BattleBots is a duel of intellect and skill between two robots bent on each other's destruction. BattleBots Inc. does not wish to disturb the true spirit of that duel. The weapons will not be leaving

the arena altogether, but they will become more predictable. This is how BattleBots will proceed to "Tame the Box."

- The center of the arena has been cleared of hazards. So the safest place to be is in the middle.
- A Warning Light will be placed inside the arena near the starting lights. This light will be used to warn the drivers of active hazards.
- The Referees have the ability to override the BattleBox master control panel, and will deactivate all hazards immediately after a count out.

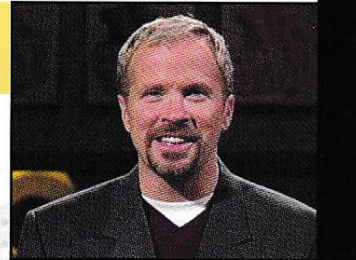
In spite of having to adhere to certain rules of engagement, the "beast" that is the BattleBox will continue to prey on unfortunate robots. A fair warning goes out to all!

BattleCaster Bil Dwyer

Bil Dwyer is the fan's fan. Builders as well as viewers agree that Bil is the most enthusiastic and effective Battlecaster that BattleBots has ever had.

BattleBots Magazine stopped to examine the man behind the myth. From his humble beginnings as a tour guide at Universal Studios, Bil has experienced the trials and tribulations associated with being a standup comic. Bil's ultimate goal was to have a job not unlike that of David Letterman. But he's quite happy with where he ended up, being the world's leading robotic sports commentator.

Bil is drawn to the sport of BattleBots for the same reasons as many other viewers are. It is the sense of morbid curiosity that causes one to slow down and look at a car crash on the freeway. Bil feels that we are all "rubberneckers" in the highway known as BattleBots. According to Bil, each show is like a play that takes place over several days. There is the introduction of warrior characters as they parade through the pits



unloading their weaponry. The tension builds as the pugilists enter the ring. Then it's high-octane robotic combat culminating in the victorious coronation of champions. Bil feels very fortunate to not only bear witness to this device, but also to play a part in the BattleBots odyssey.

Bil is honest about his lack of mechanical ability, but is also adamant about his lust for destruction. Bil's intriguing commentary and witty dialogue lends credibility to the sport. Bil feels that Comedy Central is visionary in that it handles the metal carnage with a lighter touch. Viewers are able to learn about robots and their builders against the backdrop of sports and humor. Bil believes that BattleBots is the kinder and gentler reality-based show because genuine people face down genuine problems without anyone getting evicted.



Photos by Beniel Longmire

DRUM ROLL - RIM SHOT

Bouncing Betty's lifting attack did little more than send the Little Drummer Boy into a berserker frenzy. Little Drummer Boy clearly dominated this match by outflanking Bouncing Betty and reposting with devastating blows. The victorious Little Drummer Boy marched from the BattleBox while the deflated Bouncing Betty was left to ponder the agony of defeat.

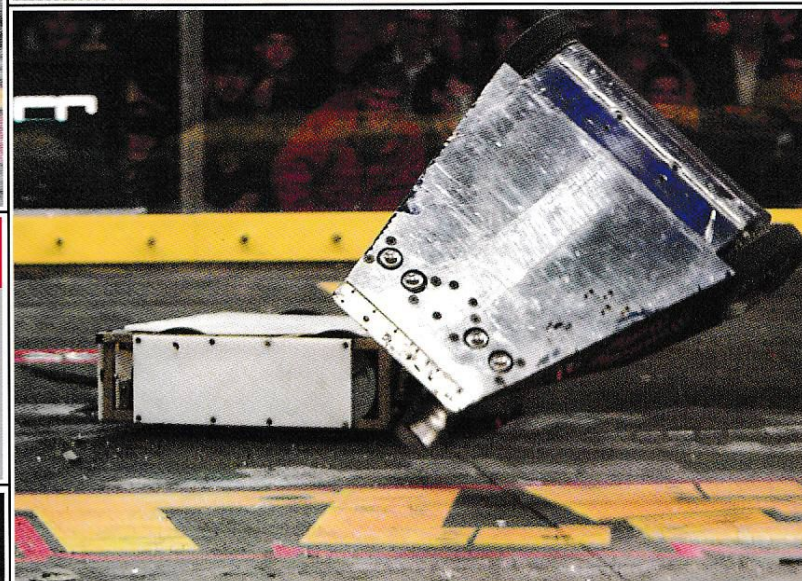
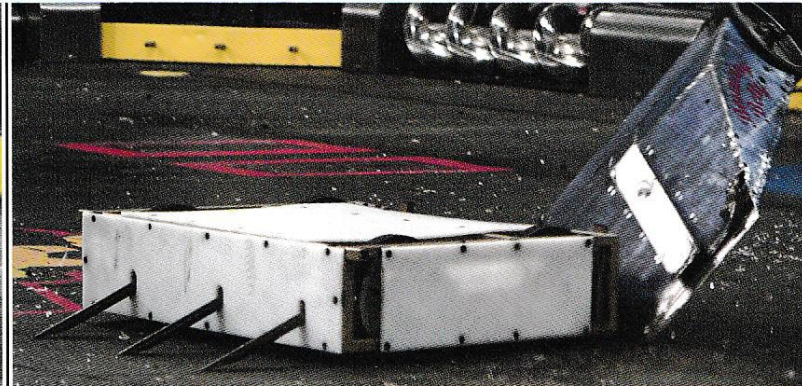


85mph. The robot's ability to shred opponents is facilitated by two 1 1/2" square bars symmetrically welded onto the drum.

Gyroscopic procession has always been a big problem with vertical spinners. However, Buescher was able to overcome this obstacle by creating a wider chassis and reducing the radius of his spinning weapon. This allows Little Drummer Boy to absorb attacks from opponents over a greater surface area.

Little Drummer Boy made a superb run at the Middleweight title, only to be eliminated by eventual champion Hazard. Little Drummer Boy rolled away from its first-ever Tournament with 7 wins and 1 loss, coupled with an amazing average knockout time of 1 minute 40 seconds.

Builder Steve Buescher (right) employs two 24V DeWalt Hammerdrill motors to spin a 25-pound steel drum at "theoretical" 4200 rpm. The weapon is able to reach impact speeds of up to



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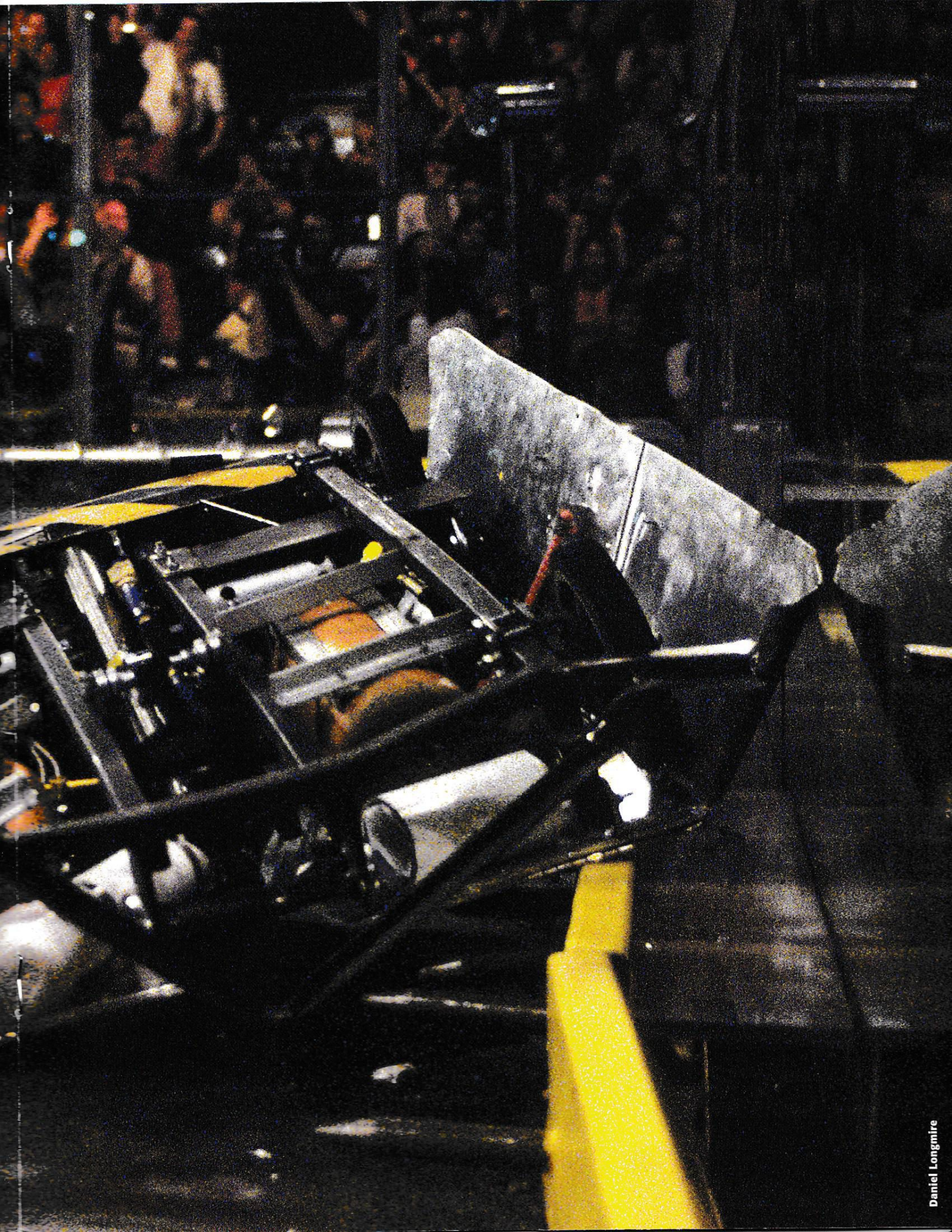
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To Andy
Kick Bot!
Jim Sog



NIGHTMARE KNOCKS OUT SLAM JOB





SPRING 2001 CHAMPIONS OF THE NUT

SUPER HEAVYWEIGHT



Gage Cauchois, native to the San Francisco Bay Area, has another "Nut" to add to his collection. Until recently, Gage had worked as an industrial designer specializing in modern lighting fixtures. He's given that up for the most part to pursue a full time career as a BattleBots competitor. With the assistance from his sponsor Loctite, Gage has worked for a solid

nine months preparing Vladiator for the Super Heavyweight BattleBots tournament.

Engineering components include Lynch high-end electric motors that allow Vladiator to achieve speeds of 35 mph within the BattleBox. This devastating speed combined with Gage's superior driving skills almost assured Team Loctite the Super Heavyweight Championship.



Gage's infamous HeavyWeight contender "Vlad the Impaler" has been retired after commendable six-year tour on the BattleBot circuit. "Vlad the Impaler" was built for a different era of robotic combat; in a way I was relieved to see the complete destruction of Vlad by the robot MechaVore."

MAKE-A-WISH FOUNDATION



When working on a BattleBot always keep an eye on your thumbs.

wish granted at the May 2001 Tournament, Luke actually got to meet Jim Smentowski, the Builder of Nightmare and Backlash.

The Make-A-Wish Foundation grants the wishes of children with life-threatening illnesses to enrich the human experience with hope, strength, and joy. It is the largest wish-granting organization in the world, with 80 chapters in the United States and its territories, and 22 international affiliates on five continents. Since being founded in 1980, the Make-A-Wish Foundation has granted more than 83,000 wishes to children with life-threatening illnesses.

For more information about the Make-A-Wish Foundation, visit www.wish.org.

Luke Hertweck's wish was to personally see his favorite robots Nightmare and Backlash do battle in a BattleBots Tournament. Not only was his

Daniel Longmire

HEAVYWEIGHT



Little Terry Ewert grew up on the family's Wisconsin dairy farm, and the electric milking machine never quite ran the same after he learned to turn a wrench. Today, still in Wisconsin, Terry is married to Team Whyachi member Elizabeth. They have four children (all boys) and two great robots. With a strong background in mechanical engineering, Terry builds automated food processing equipment and unique combat robots. In a four-week period, Team Whyachi machined and assembled two robots, Whyachi and Son of Whyachi, a feat ill advised for the inexperienced builder. Both robots use powerful Briggs and Stratton Etek motors. Odin II eliminated Whyachi in a Super Heavyweight competition. Son of Whyachi, competing in the Heavyweight division, defeated defending champ Biohazard for the title.

Son of Whyachi is the very first "walker" to go on to become champion of a particular weight class. However, BattleBots industry analysts have determined that the "shuffle gear" configuration used by Son of Whyachi does NOT qualify it as a true "walker." The BattleBots Rules governing "walkers" have since been clarified. But since the rule changes occurred after the May 2001 Tournament, Son of Whyachi will be allowed to keep its ranking. In order to conform with the new rules, Son of Whyachi will move up to the Super Heavyweight Division.



Daniel Longmire

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MIDDLEWEIGHT

By day, mild mannered Los Angeles attorney Tony Buchignani specializes in commercial litigation. By night, Tony can be found in his cellar laboratory showered by sparks and the electric smell of burning ozone. He wields compressed air wrenches and hammers to breathe life into the robotic monster known as Hazard.

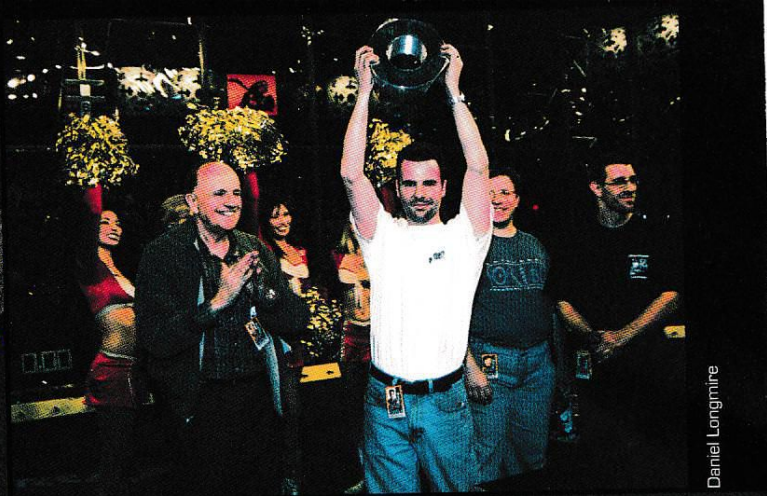
Law school never managed to teach Tony metal fabrication, electrical engineering, or say, robotic combat. Tony learned all by his lonesome, much like Dr. Frankenstein, pouring over his books, spending hours in research and experimentation, delving into the dark art of combat robot development. The effort paid off. His creation, Hazard, has won back-to-back Middleweight championship "Nuts."

As for weaponry, Hazard sports a 40 inch hardened steel propeller blade that spins at incredible speeds as it hacks its way through its adversaries. The blade registers a healthy 50 on the Rockwell scale. Tony feels

that he is unstoppable as the reigning middleweight champ. Hazard is a "knockout robot" reducing its enemies to scrap, leaving nothing for the judges to deliberate. Although Tony is on top for now, he's not taking his success for granted.

Tony's lightweight robot "Wedge of Doom," which

debuted in 1995, has come out of retirement to make another run at the championship. A man of many ideas, Tony plans to enter Heavyweight and Super Heavyweight robots in upcoming BattleBots tournaments. Read all about Team Hazard at www.legalword.com.



Daniel Longmire

LIGHTWEIGHT

From The BattleBots Archive:

A rare glimpse of the original Dr. Inferno. Seen here using duct tape to hold himself together at the 1999 Long Beach Tournament.



Daniel Longmire

Jason Dante Bardis is currently a graduate student at the University of California Santa Barbara. Jason is in pursuit of a Ph.D. in what he explains as "how to glue airplanes together." Over the last six years, Jason has developed nine robots. Dr. Inferno Jr. is the first of his creations to win the Big Nut. A econo-drive system engineered above and beyond its intended duty, modern aerospace elements, and a whimsical appearance set Dr. Inferno Jr. apart from the competition. Jason is the team lead, but gives much engineering credit and props to his team members, the "Infernolaborators."

Dr. Inferno Jr. may not be the most powerful bot in the BattleBox, but it's able to win with Jason's superior driving skills. Look for the return of Jason and his machines of destruction at the BattleBots November 2001 Tournament. In the year 2002 there will be an invasion of remote controlled Inferno Lab creations infiltrating stores near you. Check out all of Jason's inventions at www.infernolab.com



RUNNERS-UP

- SUPER HEAVYWEIGHT MINION
- HEAVYWEIGHT BIOHAZARD
- MIDDLEWEIGHT LITTLE DRUMMER BOY
- LIGHTWEIGHT GAMMA RAPTOR

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- HEAVYWEIGHT HEXADECIMATOR
- MIDDLEWEIGHT T-MINUS
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HEXADECIMATOR



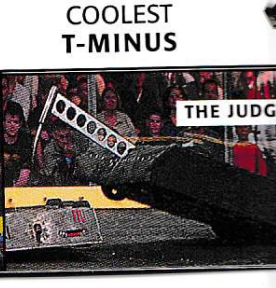
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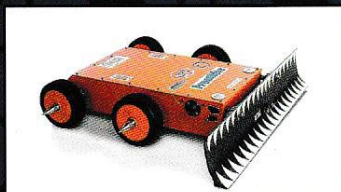


THE JUDGE

BREAKING DOWN THE BOT

EXCLUSIVE EXPOSURE ON THE BOTS TO BEAT

FROSTBITE 3.0

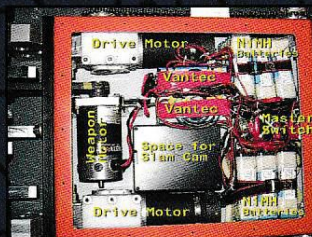


The first FrostBite had only a steel snowplow for a weapon, which was great for the driveway but not for competition. In the second version, FrostBite's snowplow blade was electrically actuated to allow for varying degrees of attack. However, builder Michael "Fuzzy" Mauldin recognized the need for more power. So he retreated to the Team Toad Lab to create a new breed of robot.

From the intellectual smoke came a maniacal robot monster known as FrostBite 3.0! A "thresher" robot incorporating the fierce power of an angry agricultural harvesting machine, FrostBite 3.0 has a 1.25 inch solid steel shaft and nine solid steel teeth each weighing 4.6 pounds. They are mounted with ANSI standard 1/4 inch keyways and are held in place by hefty split shaft collars.



The components of FrostBite 3.0: A MagMotor running at 36 volts powered by 168 Nickel Metal Hydride 3000 mAh battery cells drives the thresher. The batteries provide a peak current over 400 amps, and sustained loads over 300 amps for the 3 minute fight time. At 36 volts, the MagMotor puts out almost 9 horsepower. The rotating mass is 55 pounds, and the current draw at startup is approximately 220 amps. The power is transmitted from the motor to the weapon shaft using a size B V-belt, with a 2:1 speed reduction, giving a final weapon speed of over 2,800rpm.



Fuzzy uses custom-built wheelchair motors from National Power Chair (NPC). The front wheels are driven directly, and the back wheels ride on Team Delta's pillow blocks. Bicycle chains connect the front and back wheels. This chain design gives FrostBite four-wheel drive action without the weight of four motors. The white blocks are High Density Polyethylene (HDPE), and serve to maintain tension in the two drive chains. They are not attached to the robot body, but rather float back and forth as the wheels turn.



Team Toad uses a Vantec RDFR47e speed controller for both the drive motors, and an RSFR48e for the weapon motor. The batteries and Vantecs are protected from the killsaws by 0.05 inch 6-4 titanium plates bolted above the bottom floor of the robot body.

A trick learned from Hazard, the middleweight champion, put double-sided sticky tape on the floor of the robot to collect and trap any dirt, shavings or pieces of metal that get inside the robot. This is added security against the potential shorting out of critical circuitry.

In order to mount the Vantecs and battery compartments, Fuzzy drilled holes in the titanium plates. He explains that the secret to drilling titanium is to use a drill press. For accuracy, Fuzzy uses a "Poor

FrostBite 3.0 the third version of Team Toad's flagship heavyweight robot. FrostBite made its first appearance at Las Vegas in November 2000, and is currently the #19 ranked heavyweight BattleBot. FrostBite is returning to Treasure Island with an impressive vertical spinning weapon fitting called "The Thresher".



Fuzzy Mauldin

Man's CNC" (Computer Numeric Control), which involves drawing the bolt pattern on the computer, printing it out on sticker paper, and then using the sticker as a template for drilling. Just another helpful tip from Team Toad.

In preliminary tests with it's thresher at full speed, FrostBite 3.0 hit a piece of 2x4 and sent it flying. The unlucky piece of 2x4 landed over 60 feet away. With any luck, Fuzzy hopes to see similar results inside the BattleBox at the November 2001 Tournament.

Bonus Cavity Search

Steve Brown has dropped his armor to allow us to take interest in Greenspan.



Daniel Longmire

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& Hawker 13AH

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EDITOR'S NOTE:

BATTLEBOTS
MAGAZINE
Creator
and
Editor

Roy F. Hellen Jr.

As another season of BattleBots gets underway, it's time we stop and reflect upon the entire state of the sport. Sure, there's the action and drama of robot on robot combat. We all get a real jolt of excitement when we see the tournaments from the stands and on our televisions.

We don't usually ask why we build metal art forms to compete against others of their kind. I think we all know the answer - because it's exciting. Beyond that fact, I think that the popularity of BattleBots can also be traced to the individual intrinsic response to creation and invention. There's a whole community, a culture

of individuals devoted to this all-American past time of grass-roots innovation.

The builders who participate in BattleBots build to compete and entertain, but also to share ideas and to revel in American ingenuity. If you look closely at the BattleBots Pits you'll find creativity and innovation everywhere. If you look inside the workshops and garages all across the commonwealth, you'll find the same.

The spirit of invention between the BattleBots participants is spurred on by a sense of common interests and intellectual community. Now that the dawn of "The Robotic Age" is upon us,

what better opportunity is there to follow in the footsteps of Ben Franklin, Thomas Edison, The Wright Brothers and all others found in the hallowed halls of "The Inventors"?

The Box is Locked !

The Lights are On !

It's Robot Fightn' Time!



THE HISTORY OF BATTLEBOTS

It all began in 1994 when cousins Edward "Trey" Roski III, Greg Munson, and friend Gage Cauchois decided to build a robot for entry into a local robotic combat tournament. To their surprise, they totally dominated the competition.



Their robot was an instant sensation, defeating bigger and more expensive robots in the process. From then on, the boys were hooked. Thereafter, Trey and Greg began to hold their own "underground" competitions, inviting fellow robot builders to meet at abandoned military bases or freeway underpasses, to duke it out for the pure fun of the sport.

They soon saw the need for a competition that was organized by the competitors

for the competitors. The sport needed a safe environment that enabled the robots to fully showcase their powers of destruction. The idea for BattleBots was formed. The concept involved staging the robotic duels inside a bulletproof, hazard-filled ring known as the "BattleBox." In 1999, the first official BattleBots competition was held at "The Pyramid" in Long Beach, California. BattleBots was born!

The inaugural BattleBots tournament was cyberscast on ZDTV. The second tournament, held in November 1999 in Las Vegas, Nevada, was broadcast on Pay-Per-View. These events attracted the attention of numerous cable television networks across the country. In 1999, Comedy Central Network agreed to air BattleBots as a ground breaking new series. On August 23rd, 1999, BattleBots the TV Show premiered on the Comedy Central Network to huge critical acclaim. Now proudly in its third season, BattleBots remains one of the highest-rated shows on the network.

BattleBots is now a bonafide sport which serves as a valuable creative outlet for some of the finest engineers, programmers, and scientists in this country. But it doesn't stop there. BattleBots now attracts huge numbers of contestants

from all walks of life. Over 650 contestants registered to compete at the latest tournament in San Francisco in May of 2001.

BattleBots has become a cult phenomenon that allows high-

tech engineers, parents, and kids alike to become glamorous robot drivers in a medium not so unlike NASCAR.

-Young Ihm
BattleBots
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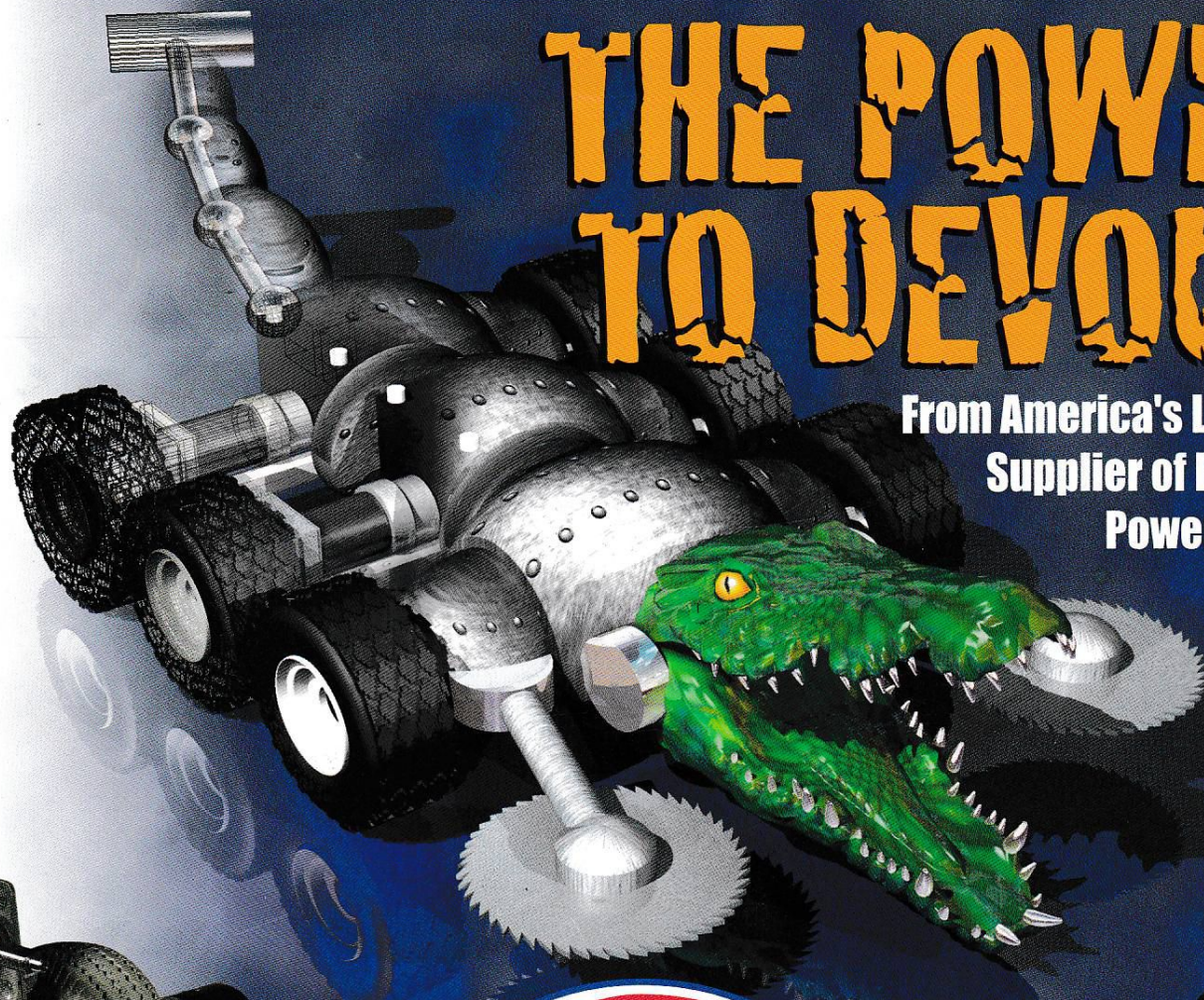
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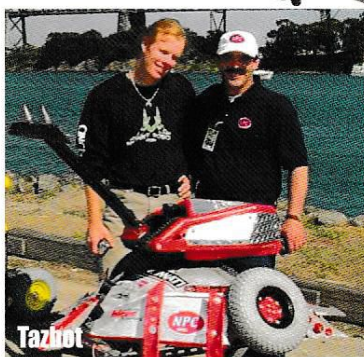
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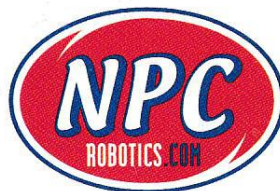
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